iZotope Music & Speech Cleaner

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Introduction

Welcome to iZotope Music & Speech Cleaner™

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Authorization

Launching the Authorization Wizard

The first time you open iZotope Music & Speech Cleaner, the Authorization Wizard will appear.

You can choose to either **Authorize** or click **Demo** to use it in Trial mode for evaluation purposes.

To Authorize, please use your supplied Music & Speech Cleaner serial number to fully authorize your product:

Demo Mode

From first installation, Music & Speech Cleaner will run in Demo mode unless authorized. In Demo mode, continuous playback is limited to 30 seconds and saving of audio files is disabled.

Authorization Tutorial

We have created an online tutorial to help with common questions about our authorization system.

Getting Started

To begin using iZotope Music & Speech Cleaner, you must first make sure that your sound card for your Windows/Mac computer is set up.

Setting up your Audio Device

iZotope Music & Speech Cleaner will always use the sound card that is specified in your Windows/Mac system audio preferences.

Macintosh OS X:

You may choose your default audio device inside of your:

> **System Preferences -> Sound -> Input (tab) and Output (tab)**

Note: System Preferences is located by default inside of your Macintosh Applications folder.

Windows:

You may choose your default audio device under:

> **Windows Start Menu -> Control Panel -> Sounds and Audio Devices Properties -> Audio (tab)**

You may now choose your “Sound Playback – Default device” as well as your “Sound Recording – Default device”.

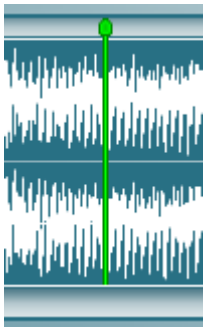
To begin working with audio, click either the **Open File** button or the **Record File** in the upper left hand corner of Music & Speech Cleaner, and follow the on-screen instructions.

You can also simply click and drag a supported media file onto the Music & Speech Cleaner interface to import that file.

Working with Music & Speech Cleaner

Navigating Your Audio

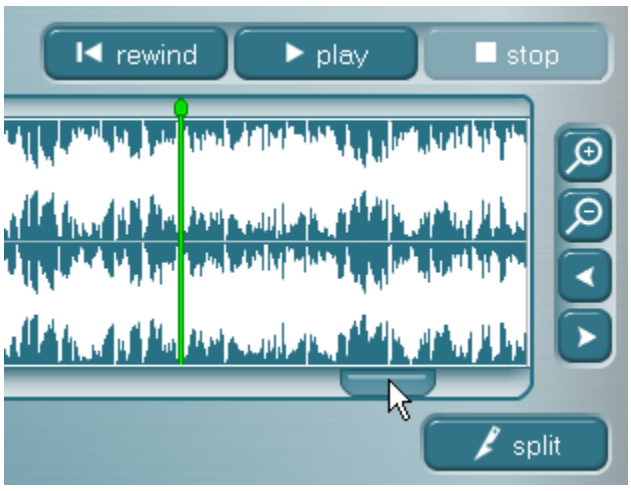
The position of playback of your audio is represented by the light green playhead shown below.



To change the position of your audio playback, left-click once inside of the waveform display where you would like to reposition the playhead.

If the playhead position is changed while audio is being played back, Music & Speech Cleaner will jump to the new position and resume its processing and playback.

This can be especially helpful for navigating and auditioning larger audio files with only a few mouse clicks.



You can also use the included navigation buttons on the right-hand side of the waveform display, as well as the scrollbar located directly underneath your audio.

This can allow you to have a closer look at a particular part of your waveform. This can be helpful particularly when defining your region split points, editable area, or for placing the playhead more precisely when manually training on unwanted noise.

Note: You may also use your mouse wheel to zoom your audio display in and out.

Left/Right Arrow: These buttons will scroll your wave form display from left to right in increments each time either button is selected.

Note: If you are zoomed all the way out, you will not be able to use these buttons. To make use of them, zoom in to a section of your waveform using the magnifying glass button.

Scrollbar: Located directly beneath the waveform display, click, hold and drag on the horizontal scrollbar to scan through your entire waveform.

Playback

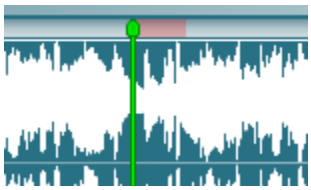
You can use the **Play**, **Stop** and **Rewind** buttons to begin working with your audio.

Note: You may also use the Spacebar key in order to Start and Stop playback.

The **Rewind** key will move the playhead back to the very beginning of your audio file.

If you have specified an editable area using the red boundaries or placed any split markers, the **Rewind** key will move the playhead to the closest split marker or red boundary to the left, as opposed to the beginning of the file.

Processing Bar

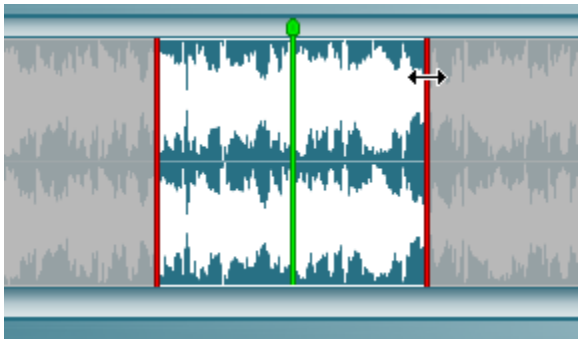


When playing back your audio recording with any of the effects enabled, a red shaded processing progress bar will appear before your playhead as it plays through your audio.

This shaded red bar is included to show you how Music & Speech Cleaner is processing and buffering your audio before it is played back. This allows you to calculate and preview in real-time the result of your chosen effects on your sound file.

Note: If the playhead catches up with the red processing bar during playback, Music & Speech Cleaner will continue to process until it has enough audio previewed to resume playback.

Editable Area



By moving the red boundaries you can define the editable area in your waveform display. By default, these boundaries are simply the beginning and end of the audio file.

Playback of this editable area will also loop continuously allowing you to hone in on the particular piece of audio you are working on.

Your editable area is also the part of your audio that will be saved when you select **Save As,** as opposed to the entire file. This can be very helpful if you have unwanted silence at the beginning or end of your audio file, and you would like to keep Music & Speech Cleaner from processing and saving that silence.

Recording

Music & Speech Cleaner can be used to record any audio coming into your sound card into a digital audio file. Once your audio has been recorded into a digital audio file, you can use your recordings in other applications such as iTunes, GarageBand or iMovie in order to work on music, burn CD's, or create movies.

To do this, click on the **Record File** button in the top left of the Music & Speech Cleaner application.

1. Prepare to Record
Connect your microphone or playback equipment to your computer's audio input. Click "adjust levels" to set your computer's input level while playing audio into your computer. Adjust the input level so the meter peaks in or just below the yellow section.

*Note: In your preferences menu, you can turn on the **auto-normalize** function allowing Music & Speech Cleaner to automatically maximize the volume of your recorded audio files after they've been recorded.*

2. Set Recording Location
Any audio you record will be saved to a new file. Specify the folder and the filename of the new file or skip this step to accept the default values.

If no filename is specified, Music & Speech Cleaner will by default auto-generate filenames consisting of the date of your recordings. Resulting in filenames such as "My Recording Sept-3-2010".

If no file directory is specified, Music & Speech Cleaner will save your recordings either in you're 'My Music' folder, or into the last folder that was used for your recordings.

3. Record

When you're ready, click **Record** on the right to start recording. Once recording has begun, press the **Stop** button to end your recording.

Once your recording is completed, click the **Play** and **Stop** buttons to listen back to your recording. Clicking **Record** again will discard the current recording and start recording a new file.

When you are satisfied with your recording, click **Ok** in order to save your audio and return to the cleanup tools.

Effects Modules

Music & Speech Cleaner makes use of five professional-quality processes to clean and enhance your recordings.

When first loading any audio file, Music & Speech Cleaner will automatically detect and train itself onto any unwanted noise in your audio. Depending on the audio that you are working with, Music & Speech Cleaner may or may not be able to accurately find unwanted noise in your recording. If the automatic detection is not accurate enough for good results, first locate an area in your audio file where only unwanted noise is present.

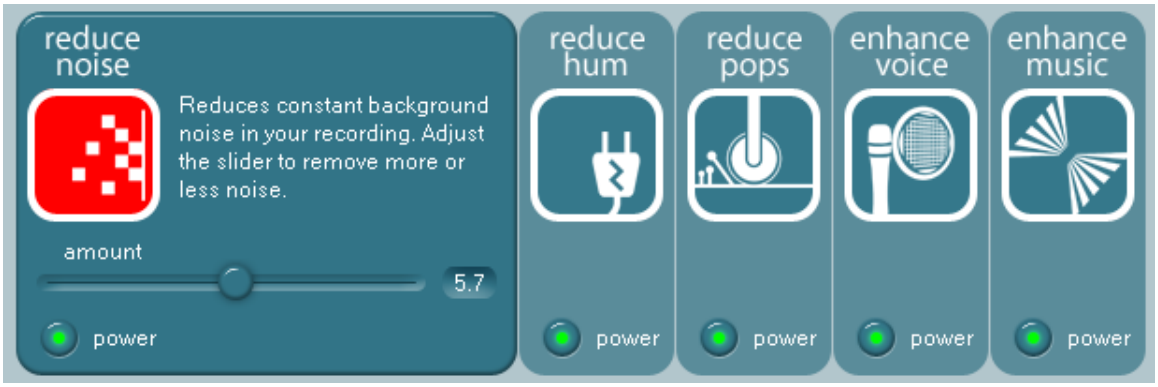
Simply left-click once to move the playhead position to the middle of the area with only the noise you want removed, and from the drop-down **Edit** menu, select **Identify Noise**.

Identify Noise will search 1/3 of a second of the audio on either side of your playhead position for only background noise, allowing you to manually tell Music & Speech Cleaner what you would like to remove.

To place your playhead more accurately when searching for noise, you can use the included zoom buttons or your mouse wheel to zoom into your audio waveform.

*Note: This will only pertain to the **reduce noise** module..*

As your audio is processed with the modules below, the volume of your audio files may need to be increased. To do this simply select from the **Edit** menu, **Maximize Volume** to automatically bring up the level of your audio without causing clipping.



Reduce Noise
Reduces constant background noise in your recording. Adjust the slider to remove more or less noise. Removing too much noise can result in an undesirable artificial sound.

Reduce Hum

Reduces quiet hums that come from some power sources. Use Reduce Noise if your hum is loud or not reduced with this module.

Note: Inside of your Preferences menu, you can choose between a 50 hz or 60 hz hum filter frequency based on the frequency of your power source.

Reduce Pops
Reduces clicks and pops, such as from vinyl recordings. Adjust the slider to modify pop detection and removal.

Enhance Voice
Use this module to make voice recordings sound richer and more professional. Adjust the amount to taste.

Enhance Music
Use this module to make music recordings sound brighter and more lively. Adjust the amount to taste.

Saving and Splitting Files

Once you have your cleanup tools set the way you want them, you can click the **Save As** button in the bottom right of Music & Speech Cleaner, or select **File -> Save As**.

You can then specify the name and destination of your audio file, and click Save to export your audio file with the processing included.

If the volume of your audio files needs to be increased, simply select from the **Edit** menu, **Maximize Volume** to automatically bring up the level of your audio without causing clipping.

By default, Music & Speech Cleaner will apply the processing to and export the entire audio file.

You can also use the option to export and process only the editable area as defined by the red boundaries in the waveform display.

Split
By clicking on the **Split** button, a region split marker will be placed at the current position of your playhead.

The first region split marker will also be located at the beginning of the audio file.

To remove split markers, right/command - click on the marker you would like to remove, and select **Delete Split Marker.**

If split markers are present, when clicking **Save As**, each marker defined audio region will be exported as an individual audio file. This enables you to break up any of your sound files into multiple shorter files.

File Formats

Music & Speech Cleaner can open and save the following file formats.

Open: WAV, AIF, MP3, M4A, AAC, WMA, MOV, MP4, AVI

Note:when opening the movie file types (MOV, MP4, AVI) Music & Speech Cleaner will automatically extract the audio portion from the video file to work with.

Save: WAV, AIF

Your recordings will be saved as .wav files. These .wav files can be opened by all major media applications on both Windows and Mac and can also be converted into other formats such as .mp3, .mp4, or .aiff in applications such as iTunes.

Quicktime
For opening certain file types, Music & Speech Cleaner requires that you have the latest version of Apple's Quicktime audio player installed on your Windows or Mac machine.

Quicktime player is free and can be downloaded direct from Apple's website: http://www.apple.com/quicktime/

Media Applications

Music & Speech Cleaner becomes a powerful production tool when used together with other media applications such as iMovie, GarageBand, iTunes, Adobe® Premiere® Elements, or Windows Movie Maker.

Recording with Music & Speech Cleaner
If you are working with any media project and need to record a new sound file, simply use Music & Speech Cleaner's built-in recording capabilities to create your own project audio.

You can record your file, clean up the recording, and use the **Save As** button to export your recording as an audio file. Once you have this audio file, you can simply Import that file into your other media projects to use the recording as background or dialogue audio.

iMovie '09
If you have an existing iMovie project that already contains music and speech that needs cleaning up, you must first export only the sound of your project out of your iMovie session.

To do this, navigate to your **Share** menu and select **Export using Quicktime…**

Towards the bottom, set the **Export** drop-down menu to **Sound to Wave**. You can then specify a name and destination, and iMovie will export all of your iMovie project audio into a single sound file.

Once you have this sound file, you can then open Music & Speech Cleaner and using either the **File -> Open** or the **Open File** button, load your iMovie project sound file for cleaning.

When you are finished, you can export your cleaned up audio using the **Save As** button.

In order to re-import your audio files back into iMovie, simply click and drag the cleaned up sound file into your upper main clip arrange window. You will then see the shaded audio file appear behind your video clips.

For more information, please refer to iMovie's Help Documentation on Importing and Exporting sound files.

GarageBand '09
If you have an existing GarageBand session that already contains music and speech that needs cleaning up, you must first export the particular audio track that you wish to work on.

To do this, first turn on the track Solo button for the track containing the audio you wish to use.

Next, navigate to your **Share** menu and select **Export Song to Disk…**

Turn the **Compress** checkbox Off and click **Export**.

You can then specify a name and destination, and GarageBand will export the audio of your solo'ed track into a single sound file.

Once you have this sound file, you can then open Music & Speech Cleaner and using either the **File -> Open** or the **Open File** button, load your sound file for cleaning.

When you are finished, you can export your cleaned up audio using the **Save As** button.

In order to re-import your audio files back into GarageBand, simply click and drag the cleaned up sound file back into the track that it was in originally.

Be sure also to remove the previous version of the audio from the track, leaving only the cleaned up version.

For more information, please refer to GarageBand's Help Documentation on Importing and Exporting audio files.

Burn a CD with iTunes
First, you must export your cleaned up recording from Music & Speech Cleaner by clicking on the **Save As** button.

Next, drag and drop the resulting sound file into your iTunes library. Then, either add the song to an existing playlist or create a new playlist containing the audio that you would like to burn to a CD.

Next, select the playlist containing the cleaned up audio file you want to burn to the CD; make sure also that the songs you want to include on the CD have a checkmark beside them.

Insert a blank disk and click **Burn Disc** (bottom of the iTunes window).

Select **Audio CD** as the Disc Format and click **Burn**.

For more information, please refer to the iTunes Help Documentation on Burning Audio CD's.

Adobe Premiere Elements 7
If you have an existing Premiere Elements project that already contains music and speech that needs cleaning up, you must first export only the sound of your project out of your session.

To do this, navigate to your **File** menu and select **Export -> Audio**

You can then specify a name and destination, and Premiere Elements will export all of your project audio into a single sound file.

Once you have this sound file, you can then launch Music & Speech Cleaner and using either the **File -> Open** or the **Open File** button, load your Premiere project sound file for cleaning.

When you are finished, you can export your cleaned up audio using the **Save As** button.

In order to re-import your audio files back into Premiere Elements, simply choose the **File -> Get Media From -> PC Files and Folders** menu and using the resulting dialogue box to navigate to your cleaned up audio.

Your cleaned up audio recording will now be imported into your project, ready for you to drop into your movie timeline.

For more information, please refer to Adobe's Premiere Elements Help Documentation on Importing and Exporting audio.

Windows Movie Maker
If you have an existing Movie Maker project that already contains music and speech that needs cleaning up, you must first export only the sound of your project out of your session.

To do this, navigate to your **File** menu and select **Publish Movie -> This Computer**

You can then specify a name and destination to save your published movie file.

Once you have this sound file, you can then launch Music & Speech Cleaner and using either the **File -> Open** or the **Open File** button, load your Premiere project sound file for cleaning.

When you are finished, you can export your cleaned up audio using the **Save As** button.

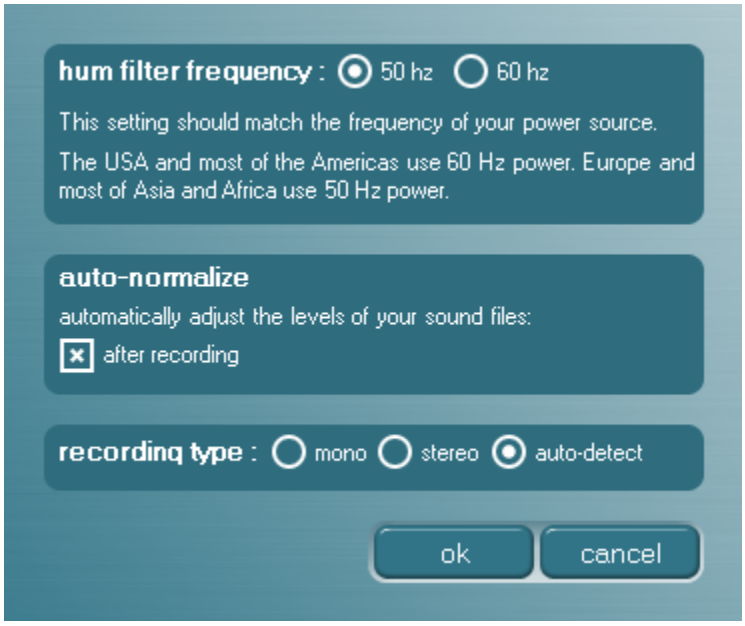
In order to re-import your audio files back into Movie Maker, simply choose the **File -> Import Media Items** menu and using the resulting dialogue box to navigate to your cleaned up audio.

Your cleaned up audio recording will now be imported into your project, ready for you to drop into your movie timeline.

For more information, please refer to Windows Movie Maker's Help Documentation on Importing and publishing movies.

Preferences and Shortcuts

Preferences



Hum Filter Frequency
50Hz/60Hz

This will directly control the frequency at which the Remove Hum module will perform its processing.

This setting should match the frequency of your power source. The USA and most of the Americas use 60 Hz power. Europe and most of Asia and Africa use 50 Hz power.

Auto-Normalize
When using the cleanup tools in Music & Speech Cleaner, it is not uncommon for your music or vocal recordings to become quieter and less present as troublesome audio is removed from your recordings.

Auto-normalize will automatically adjust the levels of your sound files, in order to keep your audio at its maximum loudness without causing clipping, or any other audio distortion or artifacts.

This auto-normalize process can occur **after recording** any incoming audio to make up for any lost level.

Keyboard Shortcuts

Windows/Mac Available Keyboard Commands	
Ctrl/Cmd + 0	Open a media file
Ctrl/Cmd + W	Close the current media file
Ctrl/Cmd + S	Save As..
Ctrl/Cmd + R	Record File
Ctrl/Cmd + I	Identify noise
Ctrl/Cmd + G	Maximize volume
Ctrl/Cmd + ,	Opens the Preferences window
Ctrl/Cmd + A	Opens the About window
Ctrl/Cmd + Q	Exit or Quit the application
= or +	Zoom in
- or _	Zoom out
/	Zoom out full
S	Drop a split marker at the playhead position
Space Bar	Play/Stop
up/right arrow	Increase the selected slider value
down/left arrow	Decrease the selected slider value

iZotope Customer Support

iZotope Customer Support Policy
iZotope is happy to provide professional technical support to all registered users absolutely free of charge. We also offer valuable pre-sales technical support to customers who may be interested in purchasing an iZotope product. Before contacting iZotope support, you can search our Product Knowledgebase to see if the solution to your problem has already been published.
http://www.izotope.com/support/center

How to contact iZotope for Technical Support
For additional help with Music & Speech Cleaner, please check out the support pages on our web site at http://www.izotope.com/support or contact our customer support department at support@izotope.com.

iZotope's highly trained support team is committed to responding to all requests within one (1) business day and frequently respond faster. Please try to explain your problem with as much detail and clarity as possible. This will ensure our ability to solve your problem accurately, the first time around. Please include all system specs and the build/version of Music & Speech Cleaner that you are using.

Once your support request is submitted, you should automatically receive a confirmation email from iZotope support. If you do not receive this email within a few minutes please check your spam folder and make sure our responses are not getting blocked. To prevent this from happening please add support@izotope.com to your list of allowed email addresses.

Thanks for using Music & Speech Cleaner!

-the iZotope Team